Hyungsoo (Henry) Park

+1 (647) 336-3777 | park.sm.apple@gmail.com
github.com/kakaomonk | linkedin.com/in/hyungsoopark

EXPERIENCE

Full-Stack Developer
12/2021 - 02/2022
Flash Inc., Toronto, Canada | Singapore
- Collaborated with cross-functional teams in project offers with clients, managing budget and planned discussions to achieve mutually beneficial agreements.
- Improved NoSQL databases backend with login and posting functions and integrated the frontend using the company's design to enhance the user experience.
- Held client meetings with team members to discuss project progress and improve projects based on the feedback.
- Technologies: JavaScript, Java, MongoDB, REACT, Git

Instructor/Program Coordinator
09/2019 – Current
Youth Dream Canada, Toronto, Canada
- Coordinated programming sessions and designed comprehensive curriculums for future sessions, ensuring a well-structured learning experience and impactful learning environment.
- Provided prompt responses to inquiries from over 40 students and instructors regarding course outcomes and delivered effective teaching strategies for challenging chapters.
- Instructed programming languages (Python, Java, C) to a diverse group of 10+ students, fostering understanding and proficiency, inspiring interest in coding, and facilitating success in future studies.
- Technologies: Python, Java, C, Git

Quality Assurance Intern
05/2016 - 08/2016
Minds Lab, **Samsung Electronics**, Seoul, South Korea
- Utilized deep learning-based speech-to-text (STT) and text analysis (TA) systems, ensuring accurate interpretation and meaningful outcomes.
- Identified and addressed bug issues proactively, as well as designed new pages tailored to the needs of internal users, resulting in enhanced system functionality and improved user experience by around 20%.
- Assisted senior developers in meeting deadlines by understanding the project requirements, reporting potential issues and bugs, and contributing to the timely completion of scripts.
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- Participated in a semiconductor project; converted log into data to analyze issues during the wafer process.

PROJECT

Dungeon Escape (Tile-Based 2D Game with game editor)
- Implemented and designed core game logic for various objects on the game board, including their algorithm, while following Clean-architecture and SOLID principles, resulting in a robust and maintainable codebase.
- Managed weekly TODOs with team members, providing necessary support and assistance to ensure timely task completion and maintain overall project efficiency.
- Technologies: Java, JavaFX, Git

Crypto-currency Auto buy/sell trading bot with Machine Learning
- The project is inspired by [Bianace-Trading-Bot]
- Designed a fundamental algorithm for Buy/Sell Signals utilizing a linear regression model, integrating real-time Cryptocurrency prices from the market to enable informed and timely trading decisions.
- Technologies: JavaScript, Python, Git

Indeed/Stack Overflow web-scrapper
- Built a Python-based job scrapper that extracts recent job postings from popular platforms from Indeed and Stack Overflow into a CSV file, categorizing positions and salaries and focusing on specific regions.
- Technologies: Python

EDUCATION

Bachelor of Science, Mathematics and Computer Science, University of Toronto   April 2024 (Expected)

SKILLS & OTHERS

Skills: Proficient in Full Stack, Java, Python, JavaScript, AWS, SQL, Postgres, MongoDB, Django, Git, Agile, R, KNN, TensorFlow, Regression Tree, Power BI, Tableau, MS Word, Excel, PowerPoint